

# SONIC

## THE COMIC

NEW  
SONIC'S WORLD  
STORY

**SHORTY**  
JOINS THE  
BIG WIGS!

NEW  
STORY

**DECAP  
ATTACK  
MEET BORIS!**

**NIGHTS  
PIN-UP!**

PLUS

**SONIC 3 & ZONE TIPS!  
ROAD RASH REVIEW!  
KNUCKLES!**




£1.20 • No 90  
12 NOVEMBER 1996  
EVERY FORTNIGHT

UK's OFFICIAL SEGA COMIC



# CONTROL







## ZONE

μεσοφροϊφ



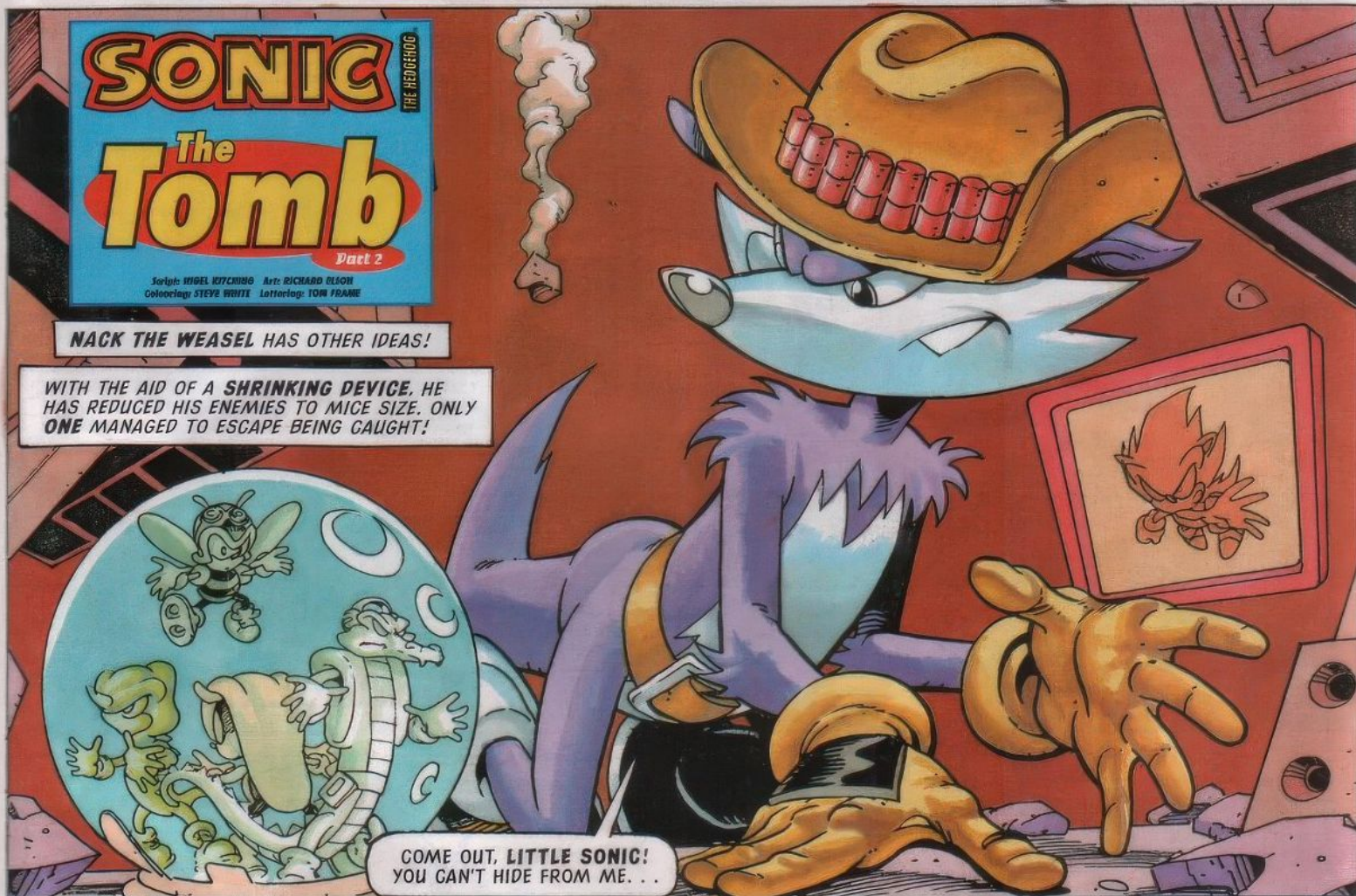
Michael Blades,  
Burnley, Lancs.  
Sonic & Knuckles Are  
Top Winner.

- 

- 1 RE MICRO MACHINES 2
- 2 RE DYNAMITE HEADDY
- 3  SONIC THE HEDGEHOG
- 4  COLUMNS
- 5 RE ECCO 2: THE TIDES OF TIME
- 6  THE LION KING
- 7 RE TAZ-MANIA: ESCAPE FROM MARS
- 8  SONIC THE HEDGEHOG 2
- 9 RE SONIC: TRIPLE TROUBLE
- 10  STAR TREK: GENERATIONS



SONIC AND CHAOTIX ARE ON A MISSION TO IMPRISON **SUPER SONIC** IN THE CENTRE OF THE **BLACK ASTEROID**.



**SONIC** THE HEDGEHOG  
**The Tomb**  
Part 2

Script: NIGEL KITCHING Art: RICHARD OLSON  
Coloring: STEVE WHITE Lettering: TOM FRAME

**NACK THE WEASEL HAS OTHER IDEAS!**

WITH THE AID OF A **SHRINKING DEVICE**, HE HAS REDUCED HIS ENEMIES TO MICE SIZE. ONLY **ONE** MANAGED TO ESCAPE BEING CAUGHT!

COME OUT, **LITTLE SONIC**! YOU CAN'T HIDE FROM ME...

OH...WHAT'S THE POINT? THE WAY SONIC IS NOW, HE CAN'T STOP ME!

HE'S RIGHT! WHAT CAN I DO AT THIS SIZE?





IF WHAT THEY SAY ABOUT SUPER SONIC IS TRUE, LORD SIDEWINDER'S **CRAZY** TO WANT TO FREE HIM FROM THE OMNI-VIEWER!

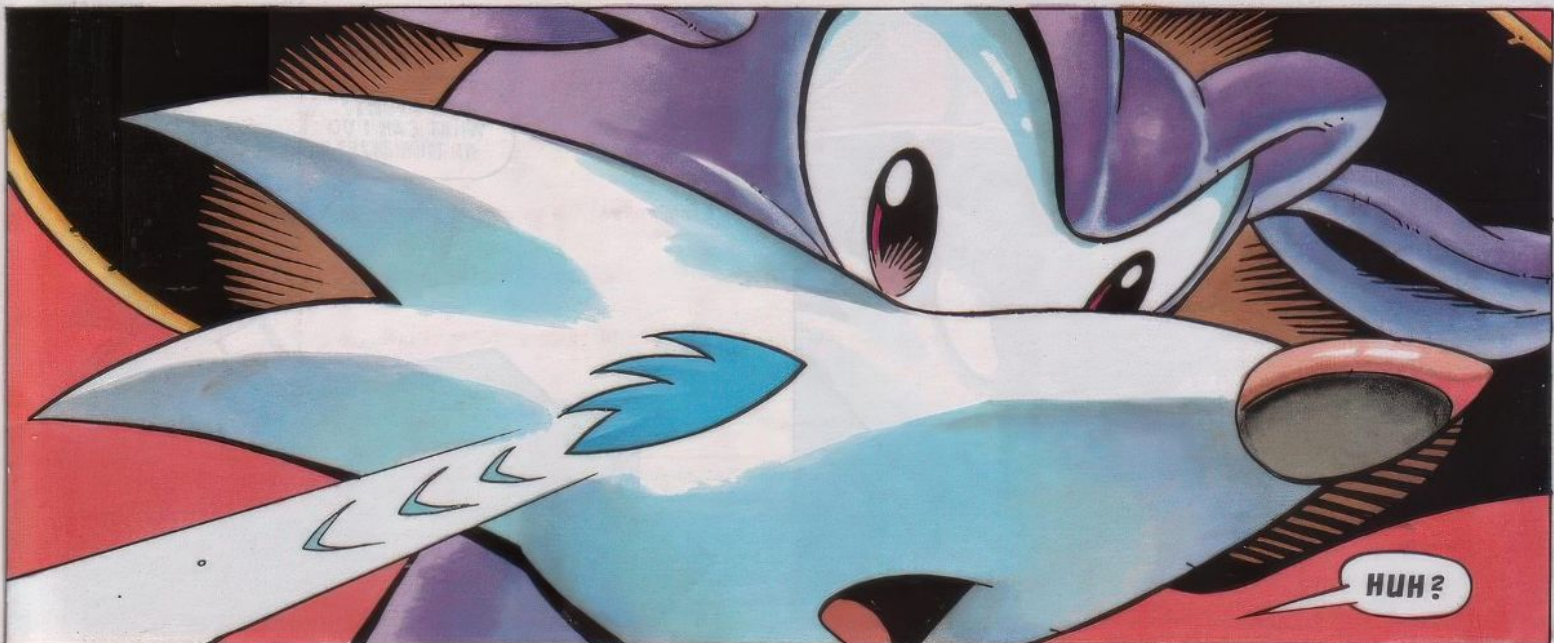
BETTER THAT HE **STAYS** FROZEN IN TIME!

STILL, WHAT DO I CARE? SIDEWINDER **IS** PAYING ME A FORTUNE TO STEAL HIM!



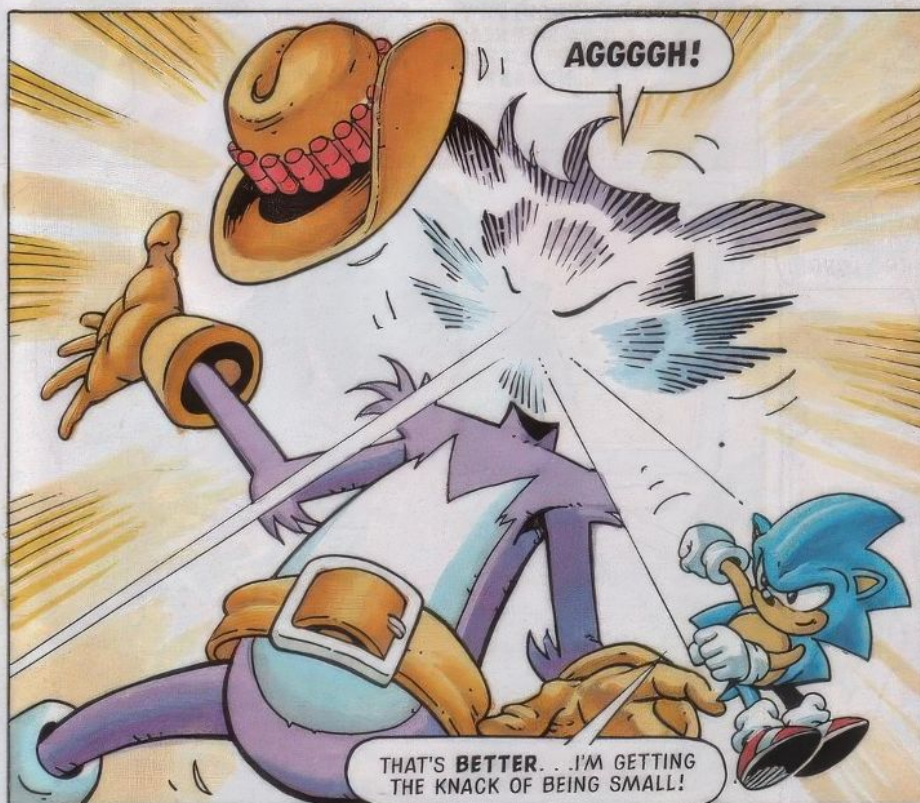
SO, THAT'S IT!

I MAY HAVE **SHRUNK**, BUT I'VE GOT TO FIND A WAY TO STOP NACK!

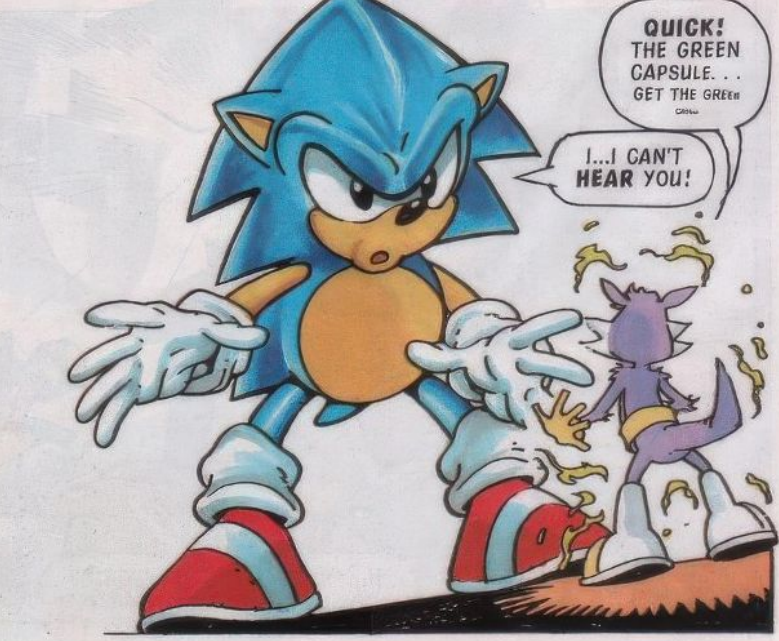
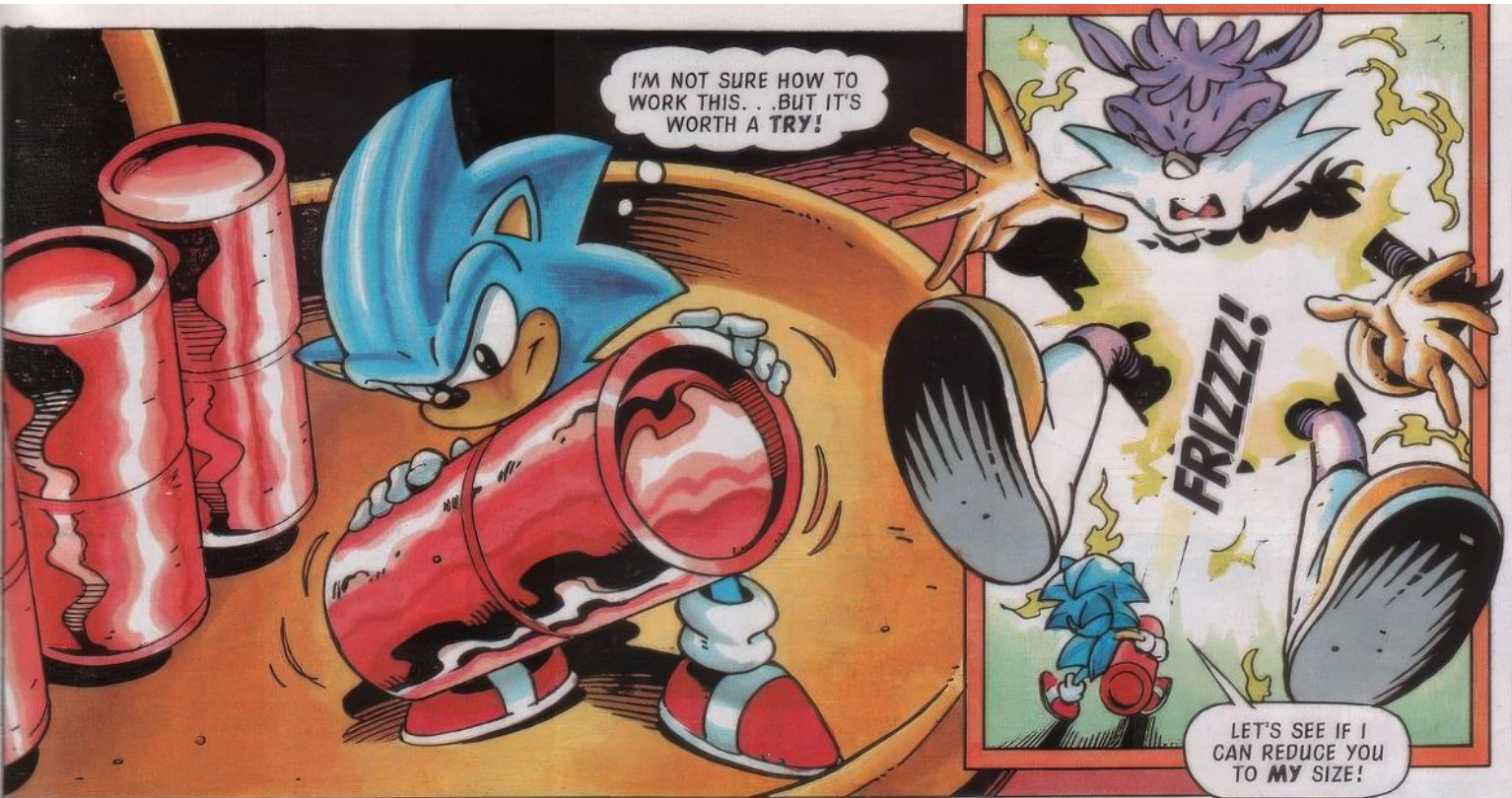


HUH?

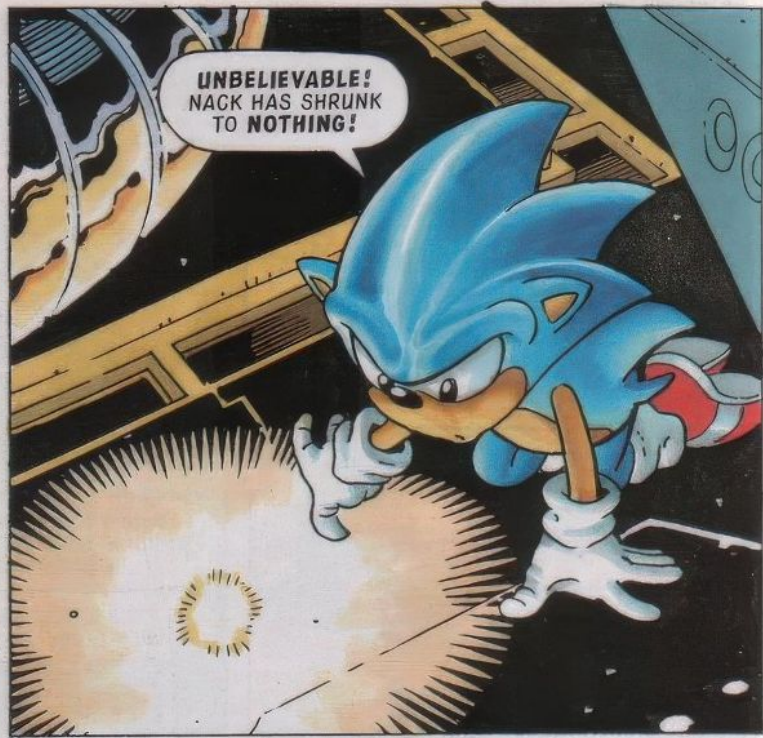
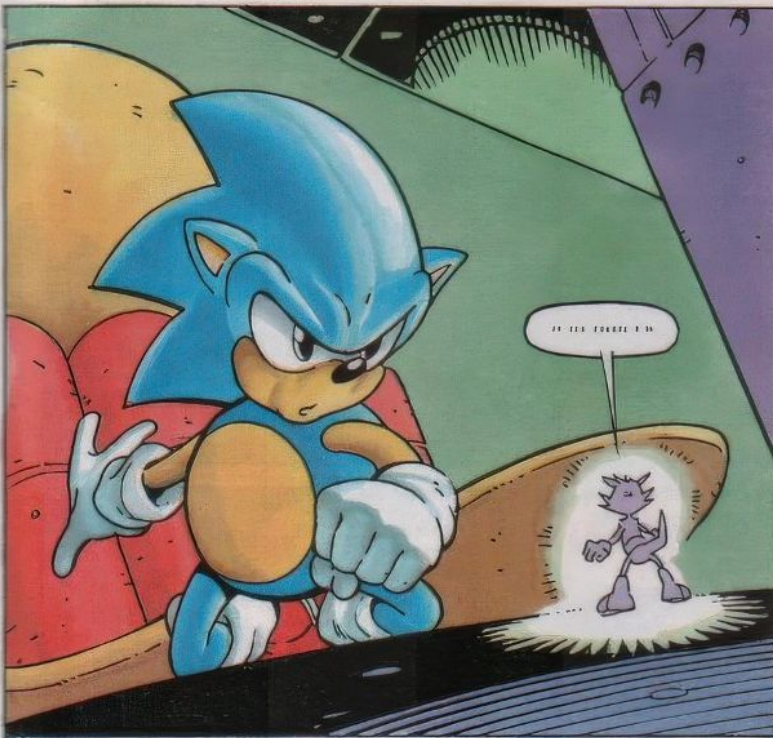




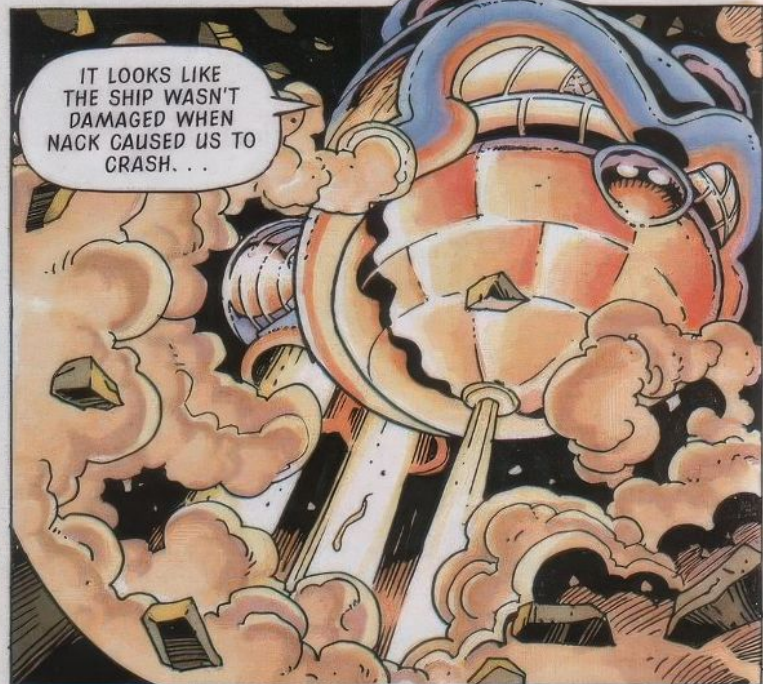
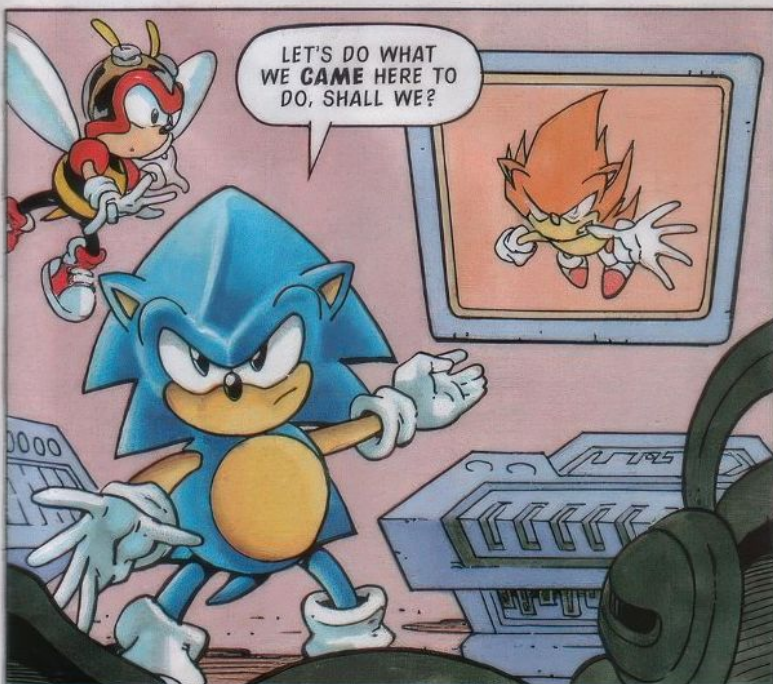




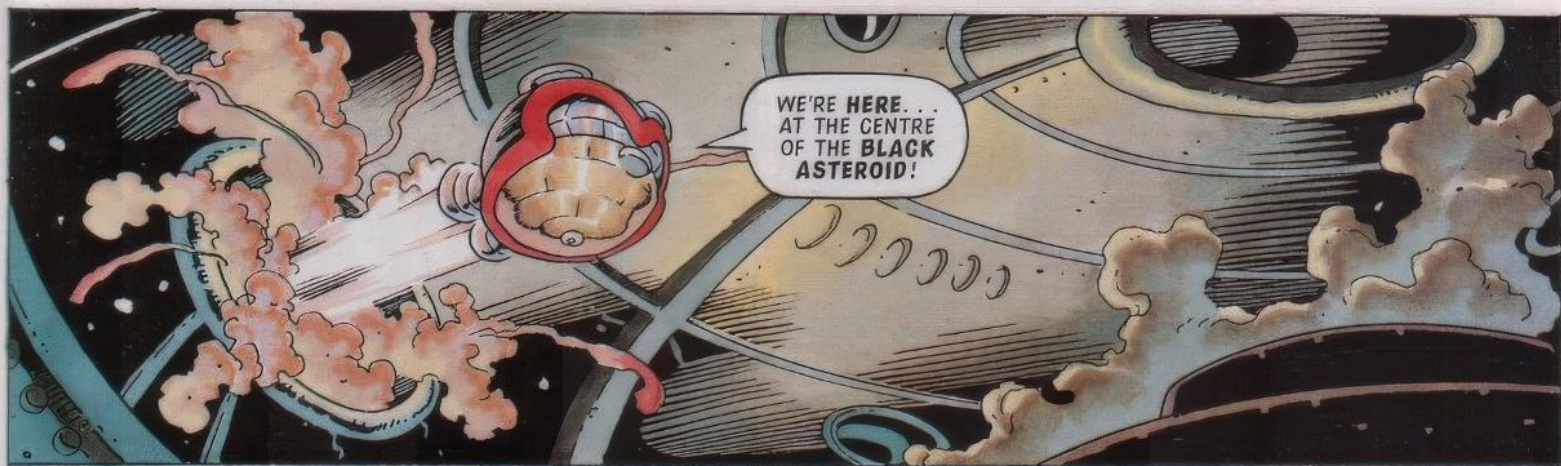




FINALLY, CHAOTIX ARE RELEASED AND EVERYONE IS RESTORED TO THEIR FULL SIZE.







WE'RE HERE...  
AT THE CENTRE  
OF THE **BLACK  
ASTEROID!**

SOON.



LET'S REMEMBER  
THAT WE'RE NOT ONLY  
TRAPPING SUPER SONIC  
HERE, BUT WE'RE DOING  
THE **SAME** TO THE  
**OMNI-VIEWER!**



OMNI THOUGHT HE'D **FROZEN** SUPER  
SONIC IN TIME, BUT HE ONLY SUCCEEDED  
IN **SLOWING TIME DOWN!**

IT COULD TAKE **YEARS** FOR  
SUPER SONIC TO GET OUT!



...AND MAYBE THE  
OMNI-VIEWER  
**KNOWS** WHAT'S  
GOING ON, SO WHEN  
SUPER SONIC  
ESCAPES, HE'LL BE  
ABLE TO TELEPORT  
HIMSELF TO  
**SAFETY!**

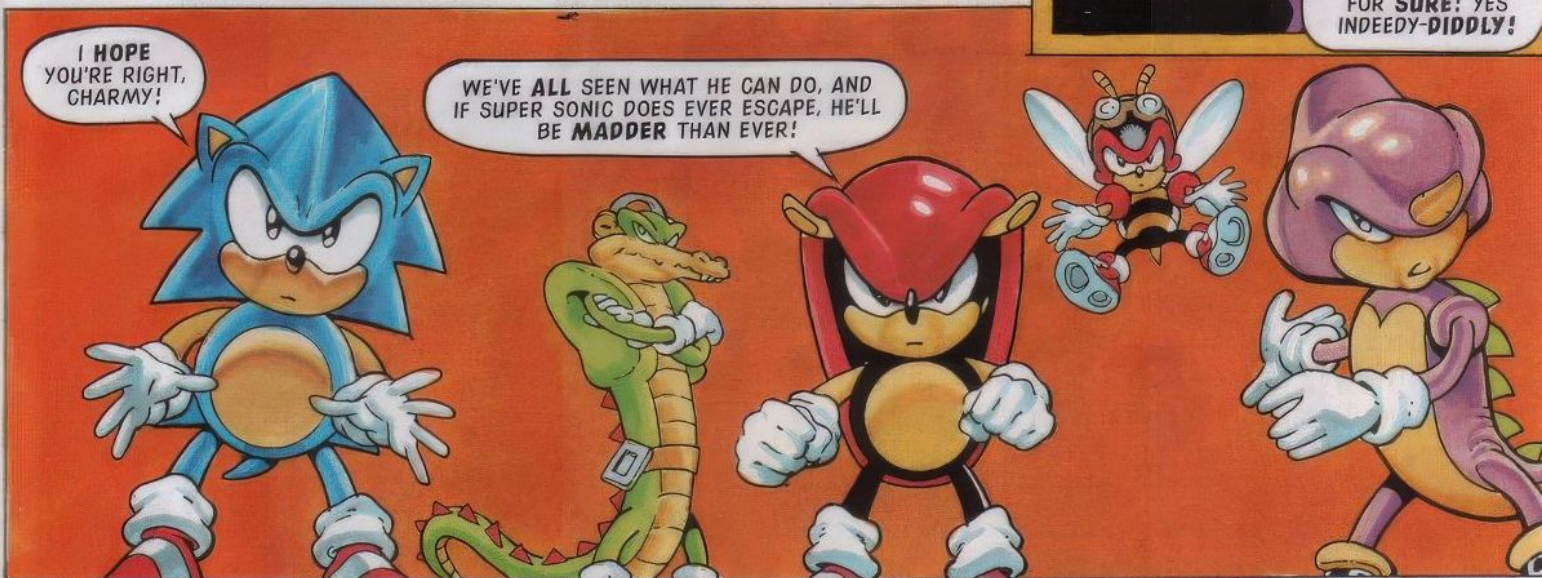


THAT'S SUPPOSING  
SUPER SONIC GIVES  
HIM THE **CHANCE.**



ONLY **ONE**  
MORE THING  
LEFT TO DO!







# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM  
UNDER 40 = YAWNsville

40-70 = NORMALSville  
70-80 = FUN CITY

80-90 = BIG TIME CITY  
OVER 90 = MEGA CITY

## ROAD RASH

Reviewed by David Gibbon.



SATURN

GAME TYPE: **MOTORBIKE RACING**  
PLAYERS: **1**

PUBLISHER: **ELECTRONIC ARTS**  
PRICE: **£44.99**

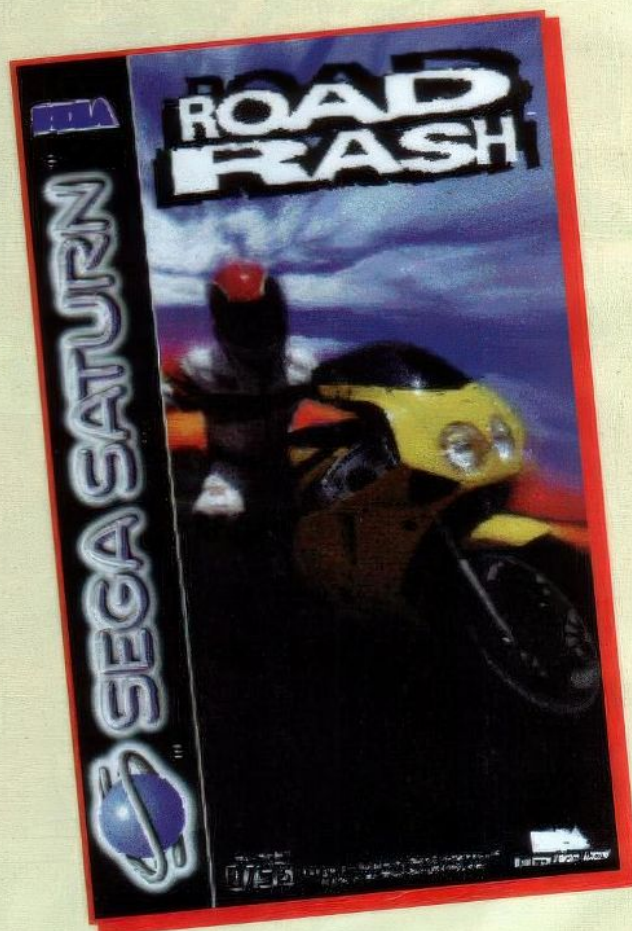
RELEASE DATE: **OUT NOW**  
AGE SUITABILITY: **11+**

Going full throttle and at breakneck speed on the Saturn is **Road Rash** - EA's classic motorcycle game. Despite the Mega Drive version having bland backgrounds and rather naff movement, it made gamers very happy due to the brilliant gameplay.

The 32-bit version features 25 stages across five levels of fast and furious action, which really gives you an incredible feeling when you're in motion. On the City level for example, as you race past 14 other bikers and reach top speed, you can just about feel your stomach churn as the buildings, pedestrians and cars zoom by! Before and after a race, you are treated to a scene, from which several bikers race by in their mean machines!

The soundtrack is provided by bands such as Soundgarden and Therapy; perfect music when you're doing 170km through a busy street! Graphically, the game can't really be faulted. The motorbike riders are digitised from actual people and the backgrounds look as realistic as in a photograph.

Disappointing aspects about the game are the fact that there's still only five different scenarios, although there are short cuts which give you a change from riding the same track all the time. Secondly, it's still only a one-player game. However, **Road Rash** still scores pretty high on the motorvatin' stakes!



### FINAL COUNTDOWN

#### RAVES

Fast, furious, and nerve-wrecking!



GRAPHICS **87**

SOUND **90**

#### GRAVES

Only five scenarios and no two-player option!



PLAYABILITY **86**

OVERALL **87**



# KNUCKLES

## THE GOOD, THE BAD AND THE ECHIDNA



Part 4

Script: NIGEL KITCHING

Art: NIGEL DODDYN

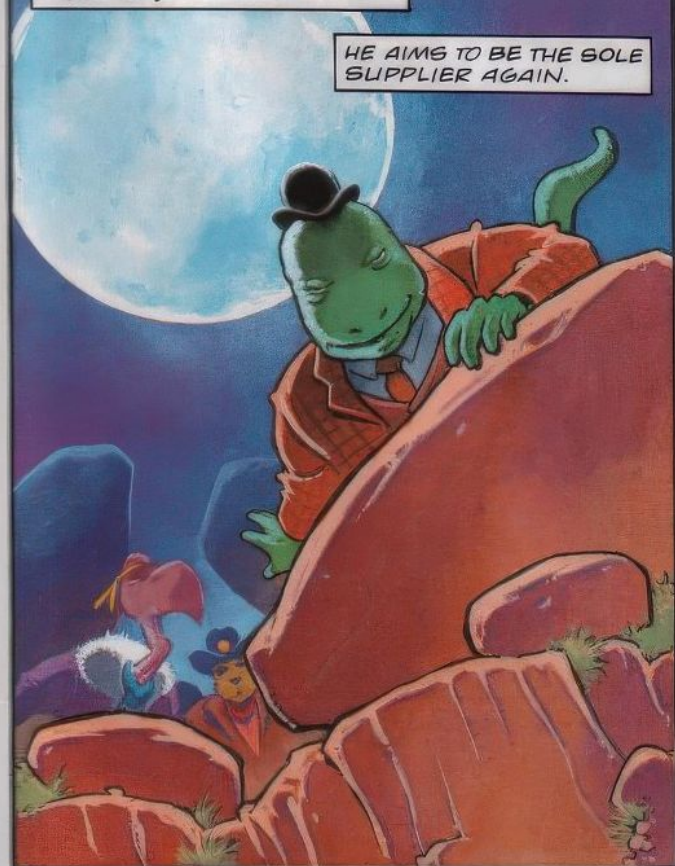
Lettering: ELITTA YELL

**THE GOOD:** ROOSTER, THE ONE-EYED RANCHER, IS DRIVING HIS HERD OF APTERIXES TO METROPOLIS CITY IN THE HOPE OF MAKING A GOOD PRICE.



**THE BAD:** MAYOR 'BOSS' KROUCH, ONE-TIME SOLE SUPPLIER OF APTERIXES TO METROPOLIS CITY (BEFORE ROOSTER CAME ALONG, THAT IS!)

HE AIMS TO BE THE SOLE SUPPLIER AGAIN.



**THE ECHIDNA:** WELL, IF YOU NEED TO BE TOLD WHO THE ECHIDNA IS, YOU'RE READING THE WRONG COMIC!

FOLLOW ME... AN' KEEP IT QUIET!



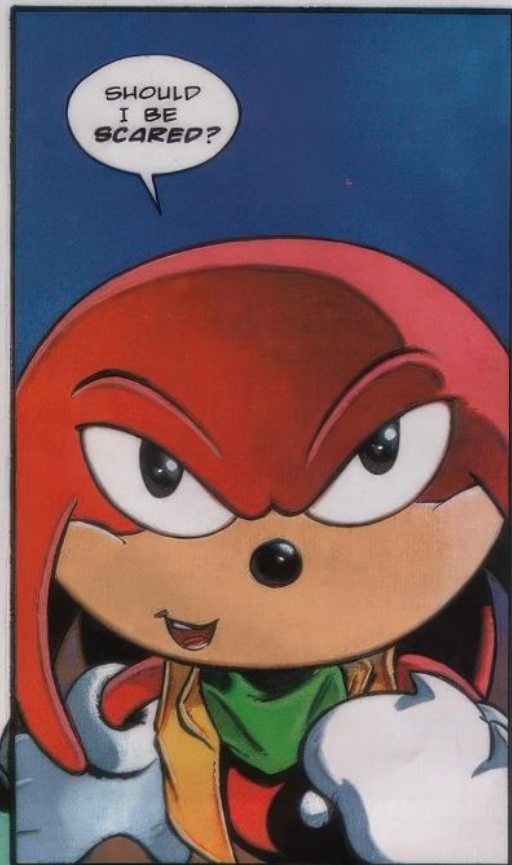
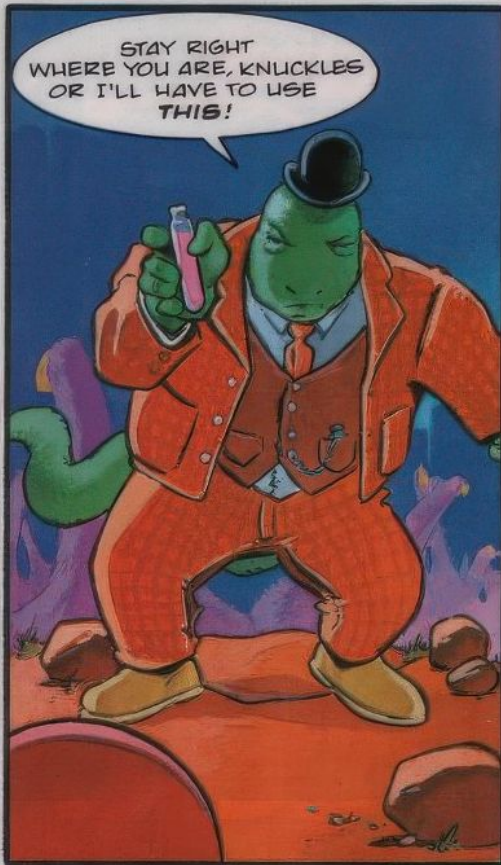
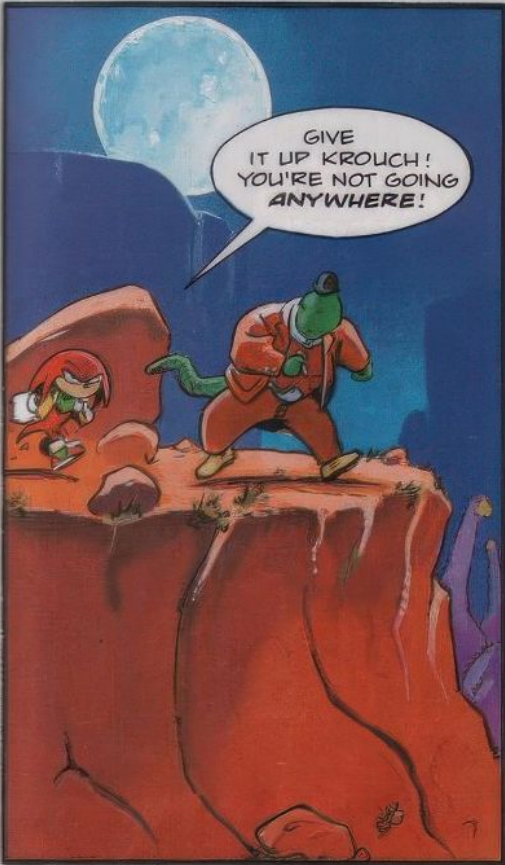
HEY BOSS, I THOUGHT I WAS NEVER GOING TO FIND YOU!

CHITO, I TOLD YOU I WAS GOING TO TAKE CARE OF ROOSTER, PERSONALLY!

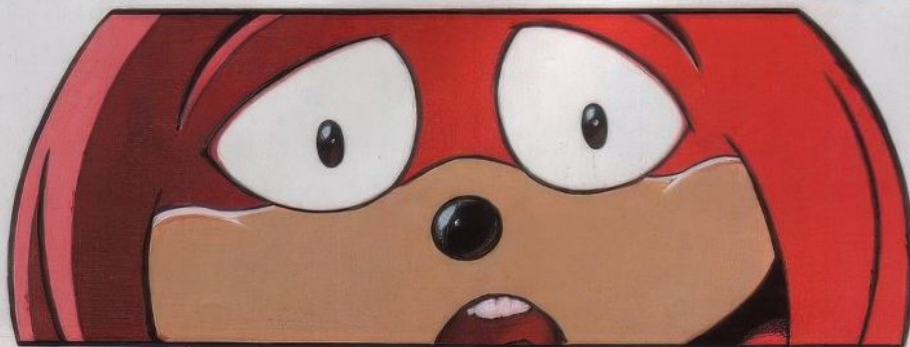
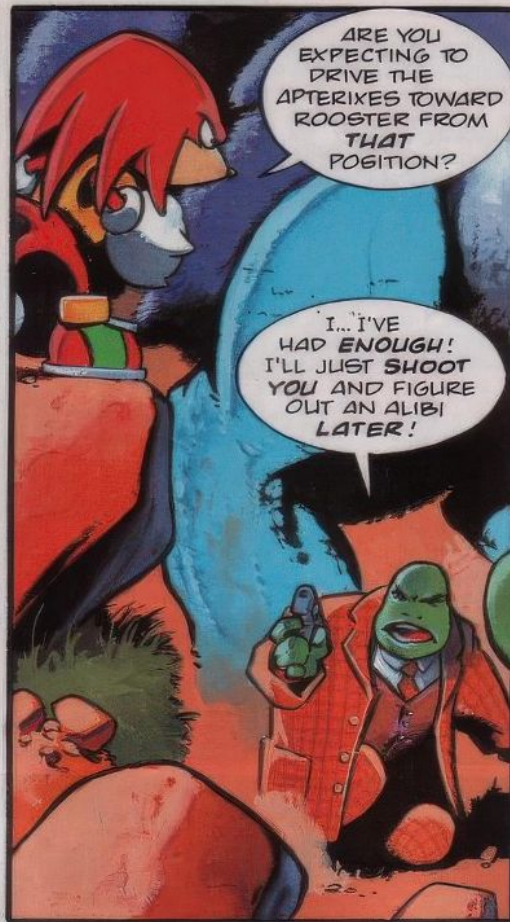
















NEXT ISSUE: RETURN OF CAPTAIN PLUNDER!



# Decap ATTACK

## BORIS & THE BOOK

SCRIPT:  
NIGEL KITCHING  
& RICHARD RAYNER

ART:  
NIGEL KITCHING

LETTERING:  
ELLIE DE'VILLE

COMPLETE  
STORY

A MYSTERIOUS FIGURE  
CLIMBS TOWARDS A  
BEDROOM WINDOW AT  
CASTLE FRANK 'N STEIN...

ZZZZZZ ...

PSSST!  
CHUCK!

MUMMY, IS  
THAT YOU?

NO, IT'S  
ME!

YAAAAAA!

I'VE COME  
HOME!

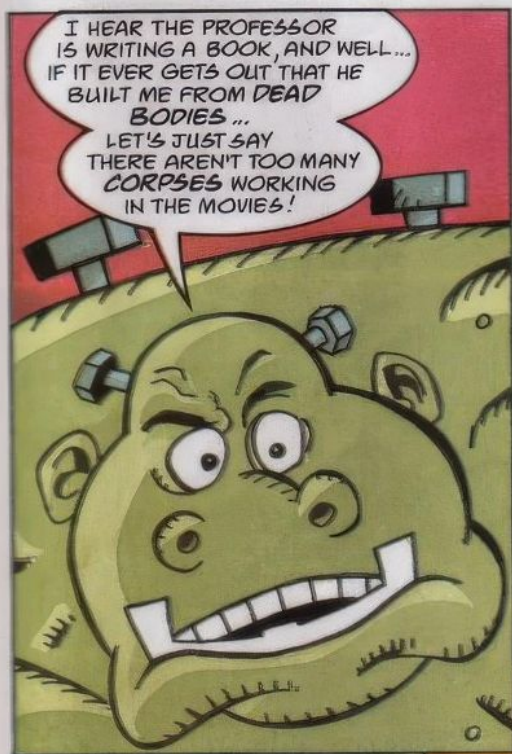
B...BORIS!





WHAT DO YOU WANT? I THOUGHT YOU WERE MAKING A FORTUNE ADVERTISING SPANNERS ON COMMERCIAL TV?

NOT ANY MORE! I WORK IN HOLLYWOOD NOW AND AM KNOWN AS BORIS SCHWARZENBLACKEN-BLUENBERGER!



I HEAR THE PROFESSOR IS WRITING A BOOK, AND WELL... IF IT EVER GETS OUT THAT HE BUILT ME FROM DEAD BODIES ... LET'S JUST SAY THERE AREN'T TOO MANY CORPSES WORKING IN THE MOVIES!



OH, I CAN THINK OF A FEW!

BUT THE STUDIOS THINK I WAS BROUGHT UP BY MY AUNTIE MIMI IN MACCLESFIELD! CHUCK, I NEED YOUR HELP!



WELL, THE PROF'S DUE TO SEND THE MANUSCRIPT TO THE PUBLISHERS TOMORROW! SO, BEAT IT, BORIS!



IF HE RUINS ME, I'LL JUST HAVE TO COME BACK AND LIVE HERE!

ULP!



YOU CAN COUNT ON US TO HELP, OLD BUDDY!

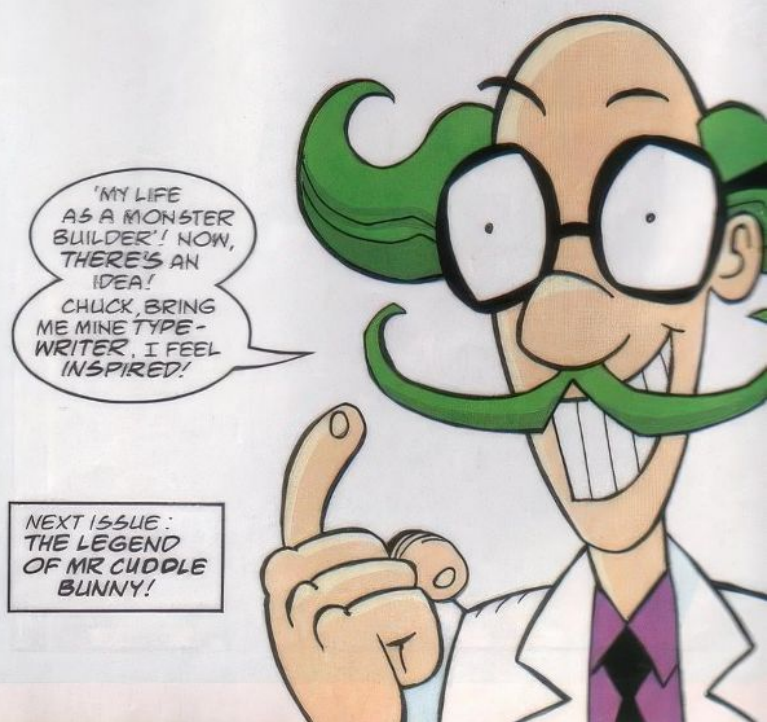
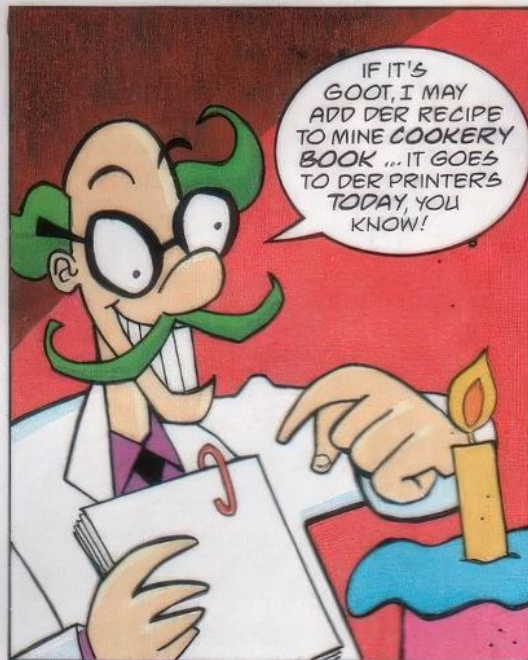
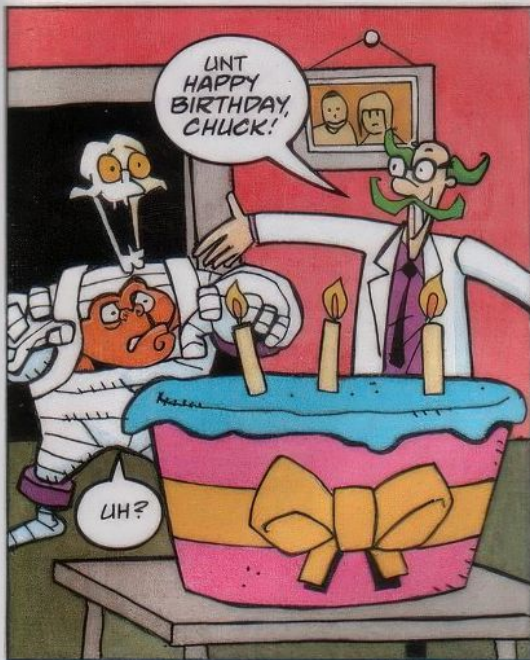












NEXT ISSUE:  
THE LEGEND  
OF MR CUDDLE  
BUNNY!





# Q ZONE

*Q IS FOR QUESTION.*

*Q IS FOR QUERY.*

*Q IS FOR QUANDARY.*

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.



## SONIC THE HEDGEHOG 3 Revisited



MEGA DRIVE

### PART 3 CARNIVAL NIGHT ZONE

#### BEWARE:

- Balloons
- Candy Stick
- Coils
- Dropping Platform
- Flame Carriers
- Giant Rotating Columns
- Ridge Bumpers



#### BADNIKS TO AVOID:

- Batbots
- Blasters
- Clamers

#### ACT 1

There are loads of bumpers to kick Sonic around, thermal columns and platforms to carry him, and even a dropping platform that you jump off in order to make it rise again! Bounce off balloons to reach higher areas which hold hidden TV's and rings.







## ACT 2

Persistence is the key to completing this zone. Horizontally stacked accelerators push Sonic to even faster speeds. The 'candy stick' columns help him on his downward and upward runs, whilst bumpers make life that bit tougher. Use the Star Post to get to the 'Gumball Machine' Bonus Round, where you can rack up extra lives and shields. Another Bonus Round is cunningly concealed in the left wall, next to the cannon. Of the three TV's you find there, be careful of the gap in the floor beneath the middle one...

## BALLOONS

Landing directly on top of them causes the balloon to explode and throw you into the air - thus helping you to get to higher platforms.

## ROTATING DRUMS

What aggravation! However, to make them work in your favour, stand in the centre of a drum and push up and down rapidly on your joypad. This will create large gaps, just big enough for Sonic to get through.



## SPINNING WHEELS

Handy when you need to blast-off in a certain direction. It's easier to get on them from the top, but if that's difficult, hit them side-on at speed. Use the D-pad to get Sonic's legs moving and he'll stick to the wheel. Press the jump button to fly off.

## LEVEL SELECT CHEAT

Wait until the big SEGA logo at the start of the game begins to disintegrate, and the big blue Sonic zooms out of the screen. Quickly press Up, Up, Down, Down, Up, Up, Up and Up on the joypad (you'll hear a noise as soon as it's activated). Once you're back onto the screen with Start and Option displayed, press Down, and you'll see Sound Test. Enter this and you'll have reached the cheat screen where you can take Sonic to any level.



NEXT ISSUE: THE ICE-CAP ZONE!



SONIC'S WORLD

# SECRET WEAPON

Script: LEW STRINGER Art: ROBERTO CORONA Colouring: ANDY PRITCHETT Lettering: TOM FRAME

COMPLETE STORY

THE **METROPOLIS ZONE**: A CITY OF RESIDENTS LIVING IN FEAR OF THEIR RULER, **DOCTOR ROBOTNIK**! FOR MANY, THAT FEAR MAKES THEM **LOYAL** TO THE TYRANT!

HOWEVER, THERE ARE THOSE WHO ARE **NOT** SO LOYAL...PERHAPS...

PSST! HEY!  
RABBIT!

I HEAR YOU'VE SOME  
INFORMATION FOR ME!  
MAKE IT QUICK! ROBOTNIK'S  
TROOPERS ARE NEARBY!

MONEY FIRST,  
INFO SECOND!  
THAT'S THE DEAL!

WORD ON THE STREETS HAS IT  
THAT ROBOTNIK'S CREATED A NEW  
**SECRET WEAPON**! NO IDEA  
WHAT IT IS, BUT A PLATOON OF  
TROOPERS WILL BE ESCORTING IT  
THROUGH THE **GUM TREE ZONE**  
IN TWO DAYS TIME!

WELL THEY'LL HAVE A LITTLE  
**SURPRISE** WHEN ME AND THE  
GANG SHOW UP TO STOP THEM!



WELL DONE, MY FRIEND! YOUR LOYALTY WILL BE REWARDED!

HEHEHEH! I GUESS IT'S THE OUTLAWS WHO'LL BE SURPRISED, EH, MASTER?

TWO DAYS LATER, IN THE GUM TREE ZONE...

NO SIGN OF ANY TROOPERS, YET!

WELL, THIS IS WHERE THE RAT SAID THEY'D BE!

NO DOUBT, JOHNNY, BUT IS YOUR INFORMANT TRUSTWORTHY—

WAIT! MY SENSORS ARE PICKING UP ROBOT ACTIVITY!

IT'S USEFUL HAVING A CYBERNIK LIKE YOU ON THE TEAM, SHORTFUSE!\*

HEY, TAILS, IF YOU THOUGHT MY ELECTRONIC SENSORS WERE IMPRESSIVE...

\*SHORTFUSE JOINED THE GANG LAST ISSUE—Megadroid.

...GET A LOAD OF THIS!

ZZAP!

OUTLAWS! AAAKK!







MAYBE THERE'S A  
NEW SUPER GUN  
IN THERE!

SOMETHING WE CAN  
USE AGAINST ROBOTNIK,  
I HOPE!

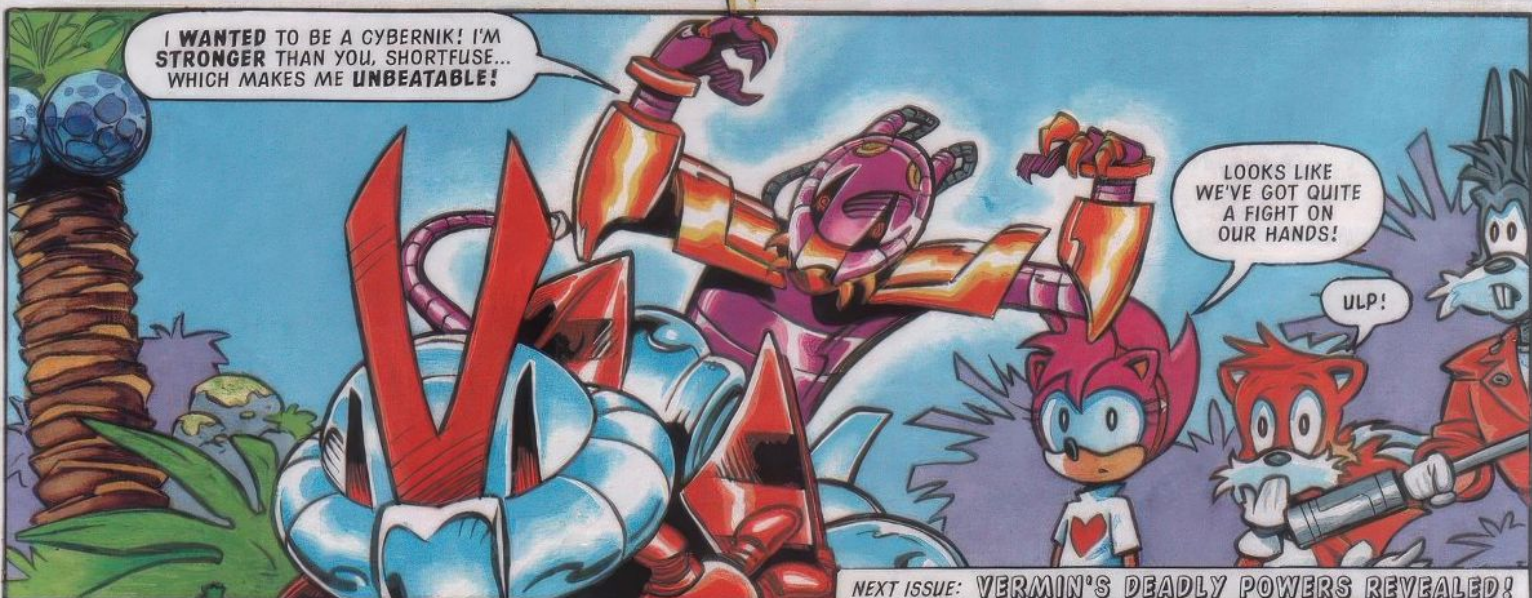
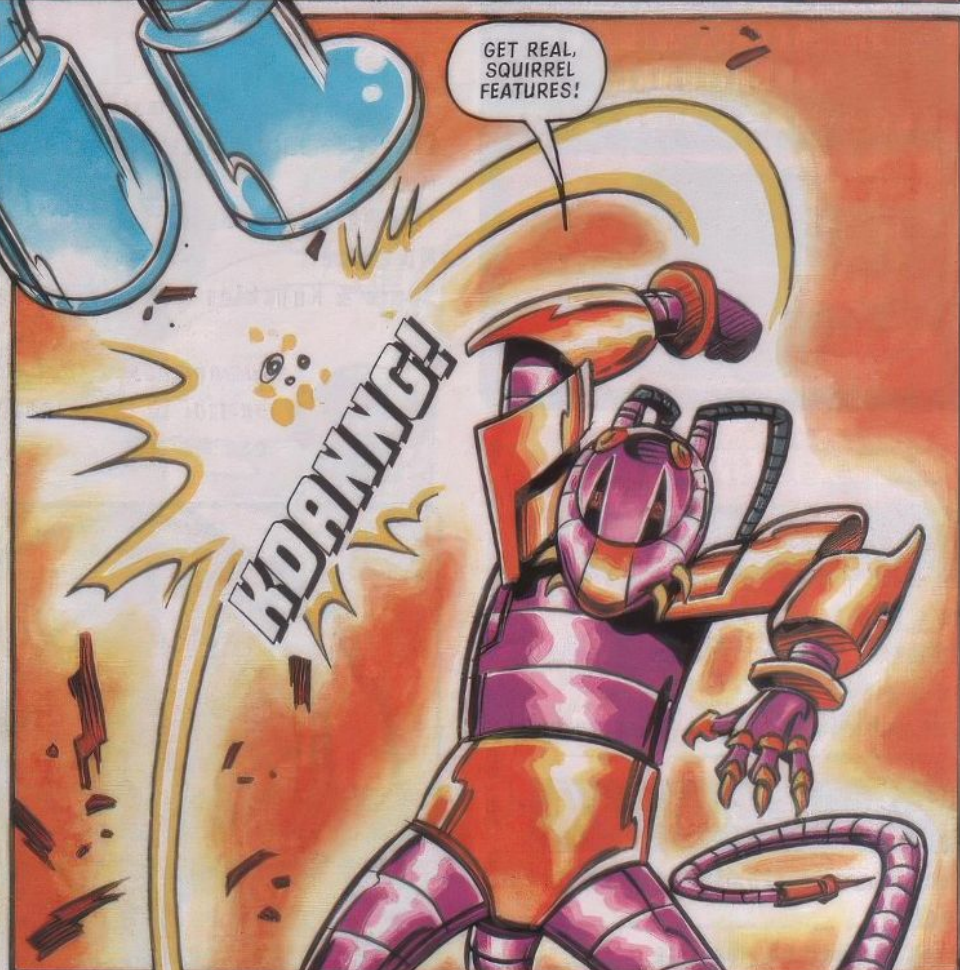
**SMAASH!**

UH-OH!

A BADNIK?

I AM FAR MORE THAN  
JUST A BADNIK, OUTLAW! I AM...  
VERMIN THE CYBERNIK!





NEXT ISSUE: VERMIN'S DEADLY POWERS REVEALED!





EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

EVERYTHING PRINTED IN  
SPEEDLINES WINS A  
SENSATIONAL  
SEGA MEGA HOG TAG!



## POETRY IN MOBIUS!

Robotnik is cruel, Robotnik is bad  
He does horrid things - he's mental,  
he's mad  
Robotnik is here, and here's where  
he'll stay  
But out comes Sonic - "Get outta my  
way!"

Us Freedom Fighters - we're all just  
too cool  
Our aim is to stop you, you mean old  
fool!"

Alex de Hamel, Writtle,  
Chelmsford.

Sonic & Knuckles Hog Tag Winner.

Thanks for the rhyme -  
you're a poet indeed.  
I was so moved, it  
made my heart bleed!

Send your e-mail  
messages to:

[stc@egmont.co.uk](mailto:stc@egmont.co.uk)

Be sure to include your snail mail (postal)  
address if you want to win a prize!

## BOOK WORM!

Dear STC,

What reading material does  
Doctor Robotnik settle down to on  
Mobius?

Tim Hart, Falmouth, Cornwall.

MD Owner.

Sonic & Knuckles Hog Tag Winner.

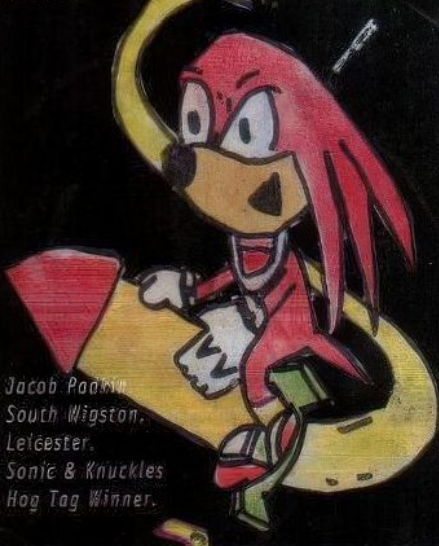


Rumour has it that he's  
partial to Egg-change  
and Mart!



Sarah Conroy, Renton, Dumbarton, Scotland.  
Sonic & Knuckles Hog Tag Winner.

Knuckles' sky  
rocket!



## LUKE'S LOSS!

Dear STC,

Issue 84's News Zone said  
that the Sega Channel was being  
launched in the north east, north  
west, and south east of England.  
Unless the Channel is going to be  
available in other places too, this  
could result in a big void for the rest  
of us!

Luke Drawer, Downend, Bristol.  
Sonic & Knuckles Hog Tag Winner.



Liverpool, Wigan and  
Preston\* got connected in  
October, Luke. Granted,  
that's no use to you, but  
with permission from your  
folks, you could inform a local cable  
operator of your interest in Bristol.  
The Cable Hotline number is: 0990  
111 777.

\*Subscribers in Liverpool, Wigan or Preston  
can call free on 0500 500 100.



# NEXT ISSUE

## TO BEE OR NOT TO BEE!



NEW  
STORY

### CAPTAIN PLUNDER!

SHANGHAID!

### SONIC'S WORLD

SECRET WEAPON!

REVIEWS

PINOCCHIO &  
POCAHONTAS!

NEW  
STORY

### DECAP ATTACK!

MR CUDDLE BUNNY!

### BUZZ BOMBER

BADNIK PIN-UP!

PLUS

Q ZONE

SONIC 3's  
ICECAP ZONE!

STC 91 ON SALE WED, 13 NOVEMBER '96

£1.20

# DATA STRIP

I'VE BEEN READING  
STC SINCE ...

ISSUE

AGE

NAME .....

ADDRESS .....

.....  
.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG

☐

MCD

☐

MD

☐

MM

☐

MS

☐

32X

☐

SATURN

☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S  
MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 90

%



Post to: Data Strip/Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU.